

A 'pragmatic' (subject, not object) account of 'impossible' telepathy (like TDCMS)

Pragmatic Foundations Of How Telepathy Works (and doesn't work)

As at 6/5/2016

This description is written by Scott Stewart (the IP holder) who is a 'second level' telepath. It therefore only estimates

information that would be applicable to 1st level telepaths. Definitions: 1st level telepaths – can direct their attention (reception and delivery) to others, and selectively exclude themselves from unwanted reception. 2nd level telepaths – are capable of both transmission and reception, but are unable to choose or select their sensitivities. They cannot direct a transmission to any other selected individual, or group, and are unable to stop reception. 3rd level telepaths have the capabilities of a 2nd level telepath, though their symptomology is different. There also seems to be an 'zero level' telepath, that is automation!

Telepathy is a form of communication that 'goes directly from brain to brain'. For humans, it excludes the mechanical processes

that involve the diaphragm, the 'wind-pipe', larynx, the mouth, the teeth, the lips and the ears.

- Telepathy comprises both audio and visual information
- Organised into groups, cells or chapters having a person who is called 'leader' but in truth is just the person who is in control of the telepathy. (augmented). All members of the chapter have the opportunity to engage in telepathic conversations, but the 'mixing desk, or the control panel having all the 'volume controls' and patching so to speak is operated by verbal instruction with practiced and organised prior agreement to and thru a being (the Supreme Being in the case of Freemasonry).

- Recipients must be sighted, possible a mandatory necessity of any transmissions. In other words, you can not engage in a telepathic conversation unless either the 'leader' though the Ghost, or the person 'talking' can see the person they are talking to. Because otherwise they would not know if what they were saying was going to be heard by the next door neighbour, a person up the street, or the intended recipient (the abductee, or the 'Hostage') was going to receive the telepathic communicated 'talking'.

- Used to have call signs
- Editable using conventional sound / light editing techniques. Recordable.\
- No voice sound or sonic characteristics naturally, but later applied (assumed entirely)
- Amplitude and frequency live adjustment and control
- Unknown bandwidth, unknown multiplexing, unknown simultaneity, unknown masking, unknown patching, unknown further signal processing

- 'secret' (VPN like) 'channels' are used. They are initiated by a request (demand) of Casper Pepperoni in a fashion similar to the following: "Ghost, give me a secure channel" or "Ghost, give me a secret channel".

The important aspect of this approach is the mission of an indication by the requestor of who to create the secret channel to. That is, there is no

indication in the request for a secure channel to indicate who the channel is with. One of the results of this is that the human who made the request ends up communicating with who-ever the ghost has decided upon. More importantly, the human who made the demand is now in a secret comms link with an unknown person, who can and effectively is in fact imitating the person they had in mind when they made the request. This enables false representation and imitation of the intended individual by an individual chosen by Casper.

- Identification of the receipient(s) of telepathy for humans is done in an inaccurate and presumptory way. It is mostly based on the sound of someone's voice. However, there are none of the mechanical determinants such as larynx, throat, mount, soft palette, embouchure etc involved, and as a result, all sonic and timberal qualities in telepathy are false, misleading and contrived.